Endless Winter

Solo Mode

COMPONENTS

16 NOMAD CARDS

1 REFERENCE CARD

6 MAP CARDS

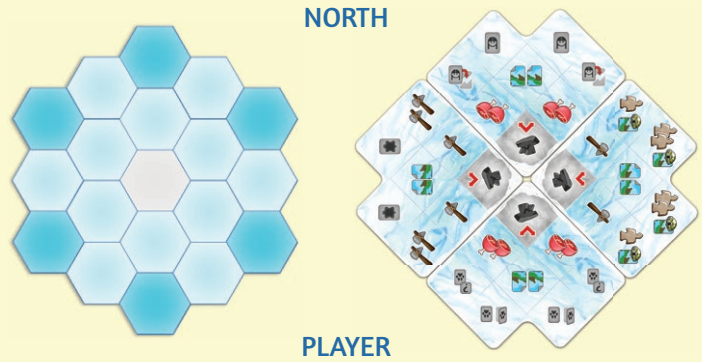
1 ANIMAL SCORING CARD

1 NOMAD TOKEN

SETUP

COMPASS DIRECTIONS

Certain effects in the solo game will refer to the cardinal directions (North, South, East, and West). Therefore, after setting up the Terrain and Megalith boards, you must designate which way is North. It is recommended that the edge of the boards nearest to you is South and the edge farthest away from you as North.



The Map cards contain a North Star icon which indicates which way is North in the depicted image.

Follow the instructions for setting up a 2-player game. Use another Player board and set of pieces for the Nomad, placing the Nomad's 3 Villages, Megaliths, and markers on all the usual spaces of their Player board (do not place the Camps on the Player board). Give the Nomad a Burial Cap card, 2 figures, and any unused Chief miniature.

Then, proceed with the rest of setup with the following changes:

1. Before creating the Culture display, take 5 cards at random from both the Era I and Era II Culture decks without looking at them. Then create a Sacrifice deck by placing the 5 Era II cards face down next to the Nomad's Player board with the 5 Era I cards face down on top of the Era II cards.

2. After setting up the Hunting Grounds, take the top card from the Animal deck and place it face up below the Nomad's Player board.

3. Shuffle the 16 Nomad cards and place them face down next to the Nomad's Player board as the Nomad deck.

4. Shuffle the Map cards and place them face down nearby to form the Map deck. Reveal the top card and place it face up next to the deck to start the Map discard pile. Place the 5 Nomad Camps on the hexes as shown on the card. Then, place the Nomad token near the Nomad's Player board, depicting the Camp.

5. Place the Nomad's Tribe marker on the top space on the Turn Order track. Place your Tribe marker on the next space. Give yourself the Player Aid card depicting the number 2. You gain 1 Food for being the 2nd player.

6. Draw 2 Setup cards and 2 Chief cards and choose one of each, discarding the others. Choose which side of the Chief card you will use, as usual.

HARD MODE

Once you are more experienced with the solo mode, you may increase the difficulty of the game in one or both of the following ways:

- Reveal the top card from the Nomad deck and place it face up to the side of the deck at the start of the game (and in each Preparation phase). This means that on the Nomad's first turn, they will play another card on top of this one and perform more actions.
- Flip the Nomad token to the side depicting the Village (see page 5).

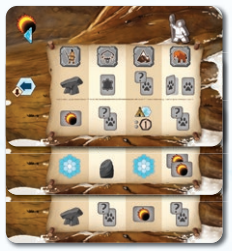
PLAYING THE GAME

In the solo game, you are trying to score more points than your opponent, the Nomad. The Nomad takes turns like a normal player. When it is the Nomad's turn, follow these steps:

1. Reveal the top card from the Nomad deck and lay it on top of any already face-up Nomad cards so that the bottom row of each previous card remains visible.

Nomad's first turn

Nomad's second turn


Nomad's third turn

Note: On Hard mode, each of the stacks will have 1 extra card.

2. Determine the Action Column to be used and place a figure (see below).

3. Perform actions (see page 4).

TARGETING ARROWS

The left side of each card depicts two Targeting Arrows, a large left/right arrow and a smaller up/down arrow. The arrows on the most recently revealed Nomad card are used in a variety of ways to help decide what the Nomad does.

The left/right Targeting Arrow takes precedence when breaking the ties. If the left/right Targeting Arrow does not fully break the tie (or creates another tie) use the up/down Targeting Arrow to break the tie.

DETERMINING ACTION COLUMN

The Action indicator at the top of the card is used to determine which Action Column the Nomad chooses.

The Nomad chooses the Action Column with the indicator if either of the following is true:

- The indicated column is empty (has no figures in it of either player), or
- All columns are occupied (has at least one figure in it of either player).

Otherwise, starting in the Action Column with the Action indicator, proceed in the direction of the left/right Targeting Arrow until an empty Action Column is found (wrapping around the left or right sides, if needed).

Once the Action Column is determined, place one of the Nomad's figures (it does not matter which) in the bottom section of the selected Action Column, on the action icon space if possible. The Nomad does not receive any benefits from placing a figure.

For example: *Round 1 of the game might go like this.*

1. The Nomad takes the first turn and reveals the card shown. Since all Action Columns are currently empty, they place a figure on the bottom action space of the Hunt Action Column. The Nomad then carries out their actions.

2. You then choose to place your first figure in the Migrate Action Column.

3. On the Nomad's second turn, they reveal another card, with the Action indicator in the Migrate column. Because this column is occupied, use the left/right Targeting Arrow to determine which column is chosen. The arrow points left, so the Develop column is checked next, which is empty, so that is the chosen column. Another Nomad figure is placed on the bottom action space, and then the Nomad carries out their actions.

4. On your second turn, you choose the Initiate Action Column, as it is the only empty column, and you want the bonus benefits.

5. On the Nomad's third turn, they reveal another card, with the Action indicator in the Hunt column. At this point, there are no empty Action Columns, so the Nomads chooses the column with the Action indicator.

6. You take the last turn of the round and choose to place a figure on your Player board's Rest Action space.

HUNTING GROUNDS & CULTURE DISPLAY

In the solo game, cards in the Hunting Grounds and the Culture display must remain in the position where they are originally placed. This is because the Nomad will use Targeting Arrows to determine which specific card they take. When refilling these areas, always fill in the vacant spaces in the top row first, left to right, then the next row.

PERFORM ACTIONS

Starting from the topmost Nomad card and proceeding downward, activate each of the actions depicted on all revealed Nomad cards for the chosen Action Column (the column where the Nomads just placed a figure, not necessarily the one with the Action indicator).

For example: *It is the Nomad's second turn, and they place a figure in the Initiate column. They perform the following actions: Place a Megalith, Bury a card, Place 2 Eclipse cards.*

ACTION EXPLANATIONS

Below is a list of all the actions depicted on the Nomad cards.

Note: Whenever the Nomad is unable to gain a benefit, refer to the Reference card to see what other benefit they get instead.

Idol

The Nomad moves their Idol marker up one space on the Honor track. Once their marker reaches the top of the Honor track, all future Idols gained move their marker on the Offering track. Once the Nomad's marker reaches the top of the Offering track, each Idol gained scores the Nomad 1 point instead.

- The Nomad gains points printed on the spaces of the Honor track when they enter them, as usual.
- The Nomad gains the indicated benefits from advancing on the Offering track. For the first benefit, the Nomad Buries a card. For the other two benefits, they gain 1 Tool (as per the Reference card).

Tool

The Nomad gains 1 Tool. If they already have the maximum amount of Tools, they gain 1 Food instead (as per the Reference card).

Food

The Nomad gains 1 Food. If they already have the maximum amount of Food, they gain 1 Idol instead (as per the Reference card).

Gain a Culture Card

Use the Targeting Arrows to determine which available Culture card the Nomad takes. Place the card that was taken face down on top of the Nomad's Sacrifice deck. If there are no Culture cards for the Nomad to take, they Bury 1 card instead (as per the Reference card).

For example: *If the Targeting Arrows look like this, the Nomad would choose the leftmost column of the Culture card display that has any cards in it, and then takes the lowest card from that column.*

Bury a Card

Place the top card from the Sacrifice deck in the Nomad's Burial Ground area (under their Burial Cap card). If the Sacrifice deck is empty, they gain a Tool instead (as per the Reference card).

Gain an Animal Card

The Nomad takes an Animal card that matches one they already have, ignoring any type they have 4 or more of, unless there is no other option. If there is more than one suitable card, use the Targeting Arrows to determine which card they take. Place the taken card face up in the Nomad's Animal area. In the event there are no Animal cards for the Nomad to take, they gain 1 Food instead (as per the Reference card).

For example: *If the only Animal card the Nomad has is a Ground Sloth—and there are no Ground Sloths in the Hunting Grounds—look at the rightmost column in the Hunting Grounds that has cards in it, and then take the lowest card from that column.*

Gain a Random Animal Card

The Nomad takes the top card of the Animal deck and places it face up in their Animal area.

Reveal Animal Card

Reveal the top card of the Animal deck and place it on the first empty space in the Hunting Grounds (i.e., place the card in the leftmost empty space of the uppermost row that has an empty space).

Place Eclipse Card

Place the top card of the Nomad deck into the Nomad's Eclipse pile, face down.

Note: Unlike you, the Nomad builds their Eclipse Pile incrementally over the course of a round via this action.

Glacier Scoring
The Nomad immediately gains 1 point for each Glacier hex with one of their Camps on it.

Sacred Stone
The Nomad takes a Sacred Stone. Use the left/right Targeting Arrow to determine which Stone they take from those currently available. The Nomad must be able to pay for placing the Sacred Stone on their Player board, as usual. If they cannot pay, they Place a Megalith instead (as per the Reference card). After taking the tile, place it on the leftmost empty Sacred Stone space on the Nomad's Player board (the Nomad gains the benefit of this space, as usual).

During the Eclipse phase, the Nomad gains 2 points for each Sacred Stone they have (instead of what is depicted on them).

Place a Megalith
The Nomad places their leftmost Megalith onto the Megalith board. They will place non-gray Megaliths stacked on top of other Megaliths, if possible.

If there is more than one available placement (more than one place where they can stack, or if there are no stacking opportunities), use the Targeting Arrows to determine where they place the Megalith.

The Nomad gains the benefits of placement, as usual (the benefit of the space if placed directly onto the Megalith board, or points if stacked). Refer to the Reference card for these benefits.

For example: *No stacking opportunities are possible, so the Nomad (Red) places a Megalith directly onto the Megalith board. Of all the legal spaces (highlighted in green), they choose the easternmost space. Since there is more than one of those, they choose the southernmost of the two (indicated by the check mark).*

Build Village / Relocate Camps
If there is a legal place for a Village (an empty juncture where the Nomad has a Camp on all 3 touching hexes), follow sequence A. If not, follow sequence B.

Sequence A: Determine the place where the Nomad builds a Village. If there is more than one legal place, use the Targeting Arrows to determine where they build.

For example: *The spaces indicated by a green circle are legal places for the Nomad to build a Village. The Targeting Arrows indicate the easternmost of the 3 possible spaces. If there were two easternmost spaces, it would be the southernmost one.*

Place one of the Nomad's Villages on that juncture. Then, reveal the top card from the Map deck and place it face up on the Map discard pile. Move the 3 Camps in the outer ring to the 3 hexes indicated on the outer ring of the Map card.

Note: If all of the Nomad's Villages are already on the map, place the Nomad token on the juncture instead. On normal mode, this represents a Camp and provides 1 Influence to each of the 3 hexes it touches; on hard mode, it represents a Village, providing 2 Influence to each hex. If the Nomad token is already on the map, move it to the new location.

Sequence B: Reveal the top card from the Map deck and place it face up on the Map discard pile. Move the 2 Camps in the inner ring to the 2 hexes indicated on the inner ring of the Map card.

Notes:

- The Nomad never removes their Camps from the map. All 5 start on the Map during setup and they move around according to the Map cards.
- If a drawn Map card does not result in any effect (i.e., the Nomad cannot build a Village and already has its Camps on the indicated hexes), discard the card and draw another, resolving it as usual.
- If the Map cards are exhausted, shuffle them and form a new draw pile.
- Whenever the Nomad gains a benefit to place or move a Camp, they follow the above process once for each move/place action they would take (build a Village, if legal; reveal a Map card; and move Camps).

REFERENCE CARD

This card serves as a reference during the solo game and contains various important information.

1. A reminder that whenever the Nomad gains the benefit of being able to place a Camp or move Camps, follow the Build Village / Relocate Camps action.

2. A hierarchy table that works in a similar way to the lesser benefits. Whenever the Nomad is unable to gain a benefit depicted on the left, they gain the benefit depicted on the right instead. If they are unable to gain a benefit on the right, they gain the benefit depicted below it, and so on, continuing down.

   A. Whenever the Nomad is unable to take a Sacred Stone (they already have 3, cannot pay for it, or there are none available), they place a Megalith instead. If they have no Megaliths, they Bury a card, etc.

   B. Whenever the Nomad is unable to gain a Culture card or if they would draw a card, they Bury a card instead. If they cannot do this (because the Sacrifice deck is empty), they gain 1 Tool, etc.

   C. Whenever the Nomad would gain a Tribe card, they gain 1 Tool instead. If they cannot do this (because they already have 5 Tools), they gain 1 Food, etc.

   D. Whenever the Nomad would gain or Tip an Animal card, they gain 1 Food instead. If they cannot do this (because they already have 10 Food), they gain 1 Idol.

3. A reminder that in the Eclipse phase, the Nomad gains 2 points for each Sacred Stone tile (instead of the scoring criteria shown on the tile itself).

ECLIPSE PHASE

In the Eclipse phase, reveal all of the cards in the Nomad's Eclipse pile. When determining the new turn order, the Nomad gains Eclipse phase Labor from their most recently revealed Nomad card, as well as all the Labor points from cards in their Eclipse pile (if any).

When taking their turn during the Eclipse phase, the Nomad performs the following actions, in this order:

1. The Nomad gains the benefit shown beside their Tribe marker.

2. Give the Nomad any Terrain benefits from each hex where they have the most (or tied for the most) Influence, as usual. The Nomad token counts as 1 Influence on each hex it touches if it depicts a Camp, or 2 Influence if it depicts a Village.

3. The Nomad gains the benefits from their Player board, as usual (except for Sacred Stones, which each score 2 points instead of what is depicted on them).

   Note: Targeting arrows on Nomad cards revealed from the Eclipse pile are ignored; always use the topmost card on the Nomad's stack.

PREPARATION PHASE

During the Preparation phase, shuffle all of the Nomad cards together to create a new deck. If you are playing on hard mode, reveal the first one, as you did during setup.

FINAL SCORING

The Nomad scores points the same way a player does:

1. The Nomad gains points for leftover Food and Tools based on their current position on the Offering track.
2. The Nomad gains points based on their relative position on the Honor track, and how many cards they Buried.
3. The Nomad scores points from any Culture cards they Buried. Any Culture cards still in the Sacrifice deck are not scored.
4. The Nomad scores points from their sets of Animal cards as follows:
   - Animal cards that depict 'x10' in the top-right corner score in the same way as Animal sets from the base game (1 / 2 / 3 / 4+ will score the Nomad 1 / 3 / 6 / 10 points).
   - Animal cards that depict 'x5' in the top-right corner (including Argentavis) score in the same way as Mammoths from the base game (1 / 2+ will score the Nomad 2 / 5 points).
   - Animal cards that depict 'x1' in the top-right corner (promos) score 5 points each.

EXPERT-LEVEL SOLO VARIANTS

In addition to playing Endless Winter solo in Hard mode, you may include any of the following rules variants to increase the difficulty.

Setup Variants

- In addition to a random Animal card, give the Nomad a random Setup card. Give the Nomad the Food, Tools, and Animal(s) shown on the card.

Note: Ignore the Tribe card shown on the Setup card (as well as the additional Camp placement if it shows one).

- Place the Nomad's Idol markers on the third space of each track (instead of below the track).
- Set up the Terrain board as you would for a 4-player game. After setting it up, shuffle the Glacier tokens and place one at random on each Glacier hex, face down.

Gameplay Variants

- If the Nomad places a figure on an empty Action Column, they perform the actions on the bottom section (gaining the benefits). Resolve these before the actions on the Nomad cards.
- At the start of the game and in each Preparation phase, layer a second Nomad card on top of the one used in Hard mode. This means that on the Nomad's first turn, they will play another card on top of these two and perform more actions.

MODULE INTEGRATION

To use any of the other modules in the solo game, use the rules as listed here. In general, the Nomad uses content from the modules just like a normal player. In some cases (such as alternate Tribe or Culture cards), it makes no difference, since the Nomad does not gain Tribe cards and ignores the abilities on Culture cards.

BASE GAME MODULES

Rest Tokens

The Nomad ignores Rest tokens.

Glacier Tokens

The Nomad interacts with and gains benefits from Glacier tokens as a normal player would.

ADDITIONAL MODULES

Canine Familiar Cards

The Nomad ignores these cards.

Ceremonial Grounds

During Setup, place 4 Ceremony cards at random, face up, in a row below the Culture display. During each of the Nomad's Eclipse phases, if you have not yet taken a Ceremony card, do two things:

- Remove from the game the leftmost or rightmost Ceremony card (based on the left/right Targeting Arrow).
- The Nomad gains 5 points.

If you take a Ceremony card, remove all remaining Ceremony cards from the game (the Nomad cannot remove any after you have taken one).

Mammoth Miniature

After the Nomad relocates their 2 inner Camps (not their 3 outer Camps), by failing to place a Village, move the Mammoth mini as follows:

1. Identify where the Nomad just relocated their 2 inner Camps on the Terrain board and trace a line between them through the Terrain board's center tile (i.e., bisecting the center hex).
2. Move the Mammoth to the juncture found along that straight line, on the opposite side of the center hex from the 2 Camps (not including the center hex itself). See the green dot in the example to the right. If this juncture is occupied, do not move the Mammoth.

Note: The location of the group of 3 Camps is irrelevant; ignore them.

ANCESTORS EXPANSION

New Tribe Cards
The Nomad ignores these cards.

New Animal Cards
The Nomad does not score any of the new Animals in the Eclipse phase. However, they count towards final scoring as described on page 7.

New Culture Cards
During setup, after building the Nomad's Sacrifice deck, shuffle the new Culture cards into their respective decks. The Nomad takes these cards, as usual.

When you play a Prosperity card, the Nomad performs the follow action as a normal player would.

When you play a Strife card, the Nomad loses 2 points, if able. If they do, they perform the main action.

RIVERS & RAFTS EXPANSION

Setup
Draw a Map card and place the Nomad's 5 Camps, as usual.
Place the Nomad's Raft on the Headwaters tile.
The Nomad does not get a Starting Base tile.

The Nomad's Raft
When the Nomad performs a Build Village / Relocate Camps action, before performing any other steps of the action, move the Nomad's Raft 1 space downriver. If the Nomad's Raft reaches the Delta tile, it does not move again this round.

During the Preparation phase, return the Nomad's Raft to the Headwaters tile, as usual.

Whenever the Nomad attempts to place a Village, they consider their Raft like a Camp, as usual.

If the Nomad's Raft is the closest (or equally close) to the Delta during their turn in the Eclipse phase, they score points as a normal player would.

If the Nomad has the most Influence (or is tied for the most) on a Landmark hex during their Eclipse phase turn, they score 5 points (instead of the scoring criteria of the Landmark itself).

Fishes
The Nomad can gain Fish tokens and receive the benefits shown on them, as usual.

Warrior Tribe Cards
You may not use the Warrior's Eclipse ability to move the Nomad's Camps.

CAVE PAINTING EXPANSION

Setup
During setup, after building the Nomad's Sacrifice deck, shuffle the Cave Paintings Culture cards into the Era I deck. The Nomad takes these cards, as usual.

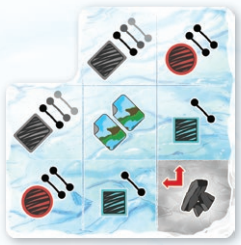
The Nomad does not get a Cave Paintings board.

Place a figure from an unused color on the bottom action space of the Cave Painting Action Column. This figure does not get removed from the space during the game. The Nomad will therefore never choose this column, and there is no benefit to being the first player to place a figure in this Action Column.

The Nomad starts the game with 25 points.

Torches
Whenever the Nomad gains a Torch, they take 1 Idol instead.

Megaliths
Whenever the Nomad gains a benefit from the Megalith board that involves the Cave Paintings board (crossing out a dot and drawing lines), they gain 1 Idol instead (1 Idol in total for the space).



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